



Dodgeball Rules

General Information

- ➔ **League Coordinator** – Jeremy Bailey Phone: (651) 490-4753
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- ➔ **Standings & Results** – Visit our website at <http://sports.shoreviewmn.gov>

Team Rules

- ➔ **Rosters** – can include up to a maximum of twelve players. Players are only eligible to play on one team. **Any ratio of men and women may participate, including all male and all female teams.** Players must be 16 years of age or older. Rosters are due to the league coordinator before the first game. No roster changes after the 4th week of games unless approved by league coordinator.
- ➔ **Teams** – A maximum of 6 players will compete on a side per game. A minimum of 3 total players is needed to start a game.
- ➔ **Forfeits** – will occur when a team is not able to begin a game with at least three players. A team with less than three players present from their roster will be allowed a 5-minute grace period. After 5-minutes the match is forfeited.
- ➔ **Manager Duties**
 1. Make sure you have a full team for every game.
 2. The manager must handle any dispute. Don't let one of your players face suspension.
 3. You are responsible for your team and fan conduct. Abusive language, drinking, smoking, litter and other irresponsible acts will not be tolerated.
 4. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.
 5. Respectfully hand game balls to officials after the end of a game.
 6. **Any players under the influence of alcoholic will not be allowed to play.**

General Rules

- ➔ **Match Play** – will consist of 15 games being played regardless if your team might win or lose all 15 games. There is *1-hour time limit per match (not enforced in playoff games)*. Any games not completed are a tie.
- ➔ **Scoring** – Win = 2 pts, tie = 1 pt and a loss = 0 pts. Standings are based on total points.
- ➔ **Tiebreaker Rules** – 1) Head-to-head record 2) Strength of schedule 3) Coin flip
- ➔ **Playoffs** – Teams are seeded according to regular season finish. Teams play best out of 15 games.

- **Dead Ball** – Any ball hitting the ground prior to hitting a player or other objects outside of the playing field (wall, ceiling, etc) is considered a dead ball. This includes a ball hitting another ball in mid air.
- **Substitutions** – No substitutions allowed unless a player is injured. The sub for the injured player must be someone who did not start the game.
- **Timeouts** – Each team receives one 30-second timeout per game.
 - The game will resume with an opening rush.
 - You must be on the court playing in the game to call a timeout. A timeout request from a player out of the game will not be honored and play will continue.
 - **A team that calls a timeout when NO timeouts are available will result in a player from the offending team being called out (even if the team only has one player remaining). Play will stop immediately; the offending team will select the player they want called out. Play will resume with teams controlling the same number of balls before the penalty was committed. The removed player is eligible to return in the current game on a caught ball.**
- **Hiding the Ball** – Players are not allowed to hide the ball in their shirt. No one wants to catch a ball covered in back sweat. A violation will be ruled as a dead ball.
- **Ball Possession** – Players are only allowed to retrieve one ball per player on an opening rush. After the opening rush has concluded players may control more than one ball at a time. This includes retrieving more than one ball from out of bounds. Teams are not allowed to control all 6 balls for more than 8 seconds. If a team controls all of the balls they **must make a legitimate effort to get at least one ball across the center-line into the opponent's back court.** Setting a ball just across your opponents center-line **is not** a legitimate effort (the official will continue the 8 second countdown). A team may avoid an 8 second violation by throwing or rolling a ball into the opponent's backcourt. If an 8 second time violation does occur all of the balls will be placed on the center-line and play resume with an opening rush.
- **Stalling** – Is the act of intentionally delaying the game. If an official determines that a player or team is stalling, the official will warn player or team. If the stalling continues, at the officials' discretion, the player or team will lose possession of all balls on their side. If both teams are stalling the balls will be placed on the center-line and play resume with an opening rush.
- **Ball Grip** – Gripping the ball in order to throw a curve/sinker ball is allowed.
- **Kicking** – Kicking the ball is not allowed. A violation is a "dead ball" and ruled as an inappropriate act.
- **Gloves** – Players are not allowed to wear gloves.
- **Suicide Attack** – An airborne attack, where an attacking player may legally jump over the center-line to hit an opponent but the ball must leave the attacker's hand before any part of the attacker's body touches the opponent's territory. If successful, the player hit is out and attacking player is out as well.
- **Inappropriate Behavior Is Prohibited** – Any player who acts inappropriately (i.e. swearing or violently slamming the ball) will be handled as follows.
 - 1st Offense – Team warning
 - 2nd Offense – Player ejection (Game will not resume until the player has left the school)

- **Spectators** – Spectators are not allowed to interfere with the game. Ex: rolling or kicking an out of bounds ball to a player still in the game. Violation will result in the ball being awarded to the opposing team.
- **Protests** – will only be accepted in cases involving use of an ineligible player who is not on the team roster. The player in question must show picture ID to the official. The official will check the ID with the team roster. If a protest is upheld, the protested games will be forfeited for the team with the violation. Protests of judgment calls will not be accepted.
- **Rules will be Enforced** – by a Shoreview Parks and Recreation game official. Players are expected to follow the rules even if the official happens to miss a call. The game is very fast paced and calls can be easily missed. **THE OFFICIALS DECISION IS FINAL – NO EXCEPTIONS.** Officials have the authority to eject players or call off the game if needed, however I hope that it never gets to that, this is a recreational league played for FUN.
- **Official No Show** – If an official does not show up for your game, team managers are urged to self officiate the match or see if a spectator or player will officiate the game. If this should occur, please report the incident to the Parks and Recreation Department. If the game is played, it will be counted as an official game in the standings. If the game is not played, it will be rescheduled at a later date.

Playing the Game

- **The Game** – begins by placing 6 dodgeballs equally spread out along the center-line. Players then take a position behind their end-line. Following a signal by the official, teams will rush the center-line to retrieve the balls (only one ball per retrieving player). **The collected balls must be brought back to your end-line where you started before you can throw at your opponent.** Players can either 1) Run the balls back to the end-line 2) Throw the balls against the back wall and let them bounce back to them or 3) Throw the ball to a teammate waiting behind the end-line. The player must catch the ball behind the end-line. A violation will result in the ball being awarded to the opposing team. **Once both teams bring the balls they collected back to the end-line the opening rush is over.** Any balls still remaining on the center-line cones are considered LIVE balls and **do not** need to be brought back to the end-line.

The object of the game is to eliminate all opposing players by getting them “OUT”. This may be done by:

1. Hitting any body part of an opposing player with a thrown ball. It is possible to knock out two players with a single throw. Note: Any ball hitting the ground prior to hitting a player or object outside of the playing field is considered a dead ball. The hit player will remain in the game.
2. Catching a thrown ball by your opponent before it touches the ground or on a deflection off another teammate. This results in the player throwing the ball to be out and allows the **player’s team who caught the ball to send 1 player of their choice back into the game. If a ball is deflected off a player and caught one more person is in the game for the catch and the person that the ball deflected off remains in the game.** If the player’s team who caught the ball still has all 6 players in the game that team cannot add a 7th player. A ball caught prior to a player stepping out of bounds is a legal catch as long as the player has **one foot inbounds and possession** of the ball before going out of bounds. In this situation, both the throwing player and catching player are out, but the catching team may send a player back into the game. It cannot be the player who initially caught the ball.

3. You are NOT allowed to deflect a ball thrown at you with another ball. **The ball is part of the body therefore, if it is hit while in your possession you are out.**
4. Boundaries:
 - If any part of a player's body touches an out of bounds line, the player shall be deemed "out". This includes stepping on the center-line during the opening rush.
 - A player may only leave the court during play to retrieve a ball. **The player must exit on the same side of the court the ball is located within the general vicinity (5-7 yards) or you will be ruled OUT.** A ball out of bounds must be brought back into the game through your end-line. Even if you are able to grab the ball while standing in bounds. A player hit while out of bounds will not be counted out.
 - **Players are not allowed to go out of bounds when already holding a ball** or intentionally toss a ball out of bounds and retrieve it to avoid being hit. A violation will result in the player being called out.
 - If a ball is deflected off another person, the ball is still considered live when it crosses the out of bounds line until it hits the ground or wall. Players must wait until the ball hits the ground or wall before going to get it. Otherwise, you will be called out for attempting to catch the ball.
 - Players are not allowed to reach over the center-line to grab a ball that is on the opposing teams court. A violation will result in the ball being awarded to the opposing team.
 - A single player may retrieve multiple balls from out of bounds. However, multiple players may not pursue the same single ball. For example, two players cannot step out of bounds to retrieve only one ball. If so, the last player to step out of bounds will be called out.
5. Players must immediately leave the court when eliminated from the game. Please do so by conducting yourself in a respectful manor. No slamming the ball or taking an additional toss at the opposing team. You should not delay in getting off the court. Look for the closest sideline to exit so you are not interfering with game. Eliminated players should stand on the opposite sideline of your bench players so the official and opposing teams can see who is eligible to enter the game on a caught ball.
6. The first team to eliminate all of the opposing players wins the game.
7. If the last 2 players (1 for each team) remaining in a game eliminate each other at the same time a do-over will be called. Each player will go back to their respective end-line and the game will resume play with an opening rush.

Code of Conduct/Sportsmanship

Shoreview Parks & Recreation Department views good sportsmanship as a concrete measure of the understanding and commitment to fair play, ethical behavior and integrity. Players and spectators shall observe the highest level of sportsmanship and must abide by the code of conduct. Any player and/or team who repeatedly violate the code of conduct may risk being ejected from the league.

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of all calls and/or league coordinators decisions.
3. Respect the opponent and congratulate them in a courteous manner whether in victory or defeat.
4. Be responsible for your actions and maintain self-control at all times.
5. Do not taunt or bait opponents and refrain from using offensive/abusive gestures and/or language.
6. Zero tolerance for physical violence towards others.